Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A data resending method, comprising:

receiving a resend request message of data received in error, said resend request message including information identifying a storage area where the requested data is stored, said storage area including [[only]] a copy of the requested data received in error and being divided according to variable-length codes such that an individual variable-length code can be accessed; and

sending the requested data with data to be currently sent, said sending step including multiplexing the requested data and the data to be currently sent.

2. (Previously Presented) A method of claim 1, wherein said information includes values indicating a damaged portion of a data packet originally sent.

3. (Original) A method of claim 2, wherein said values indicating the damaged portion indicates a range of DCT coefficients corresponding to the damaged portion of the data packet.

4. (Previously Presented) A method of claim 2, wherein said values indicating the damaged portion indicates a memory address for a range of data packets in a buffer, said range of data packets corresponding only to the damaged portion of the data packet originally sent.

5. (Currently Amended) A video data sending and resending method between a coder and decoder, comprising:

storing video data in at least one buffer;

packeting the video data from said at least one buffer and sending the resultant video data packet to a receiver;

receiving a resend request message of video data if an error is detected in the sent data, the resent request message including information identifying an. area of a buffer where the requested video data is stored, said buffer area including [[only]] a copy the requested video data in error and being divided according to variable-length codes such that an individual variable-length code can be accessed; and

sending the requested video data with video data to be currently sent from said at least one buffer to the receiver, wherein said step of sending the requested video data includes multiplexing the requested video data and the video data to be currently sent.

6. (Previously Presented) The method of claim 5, wherein said information includes values to indicate a damaged portion of the video data packet.

7. (Previously Presented) The method of claim 5, wherein stating the video data further comprises storing the video data in block units including variable length codes, according to a circular addressing manner.

8. (Previously Presented) The method of claim 7, wherein the resending request message contains values indicating a memory address and range of block units corresponding only to the damaged portion of the video data packet; and

wherein the step of sending the requested video data comprises sending the range of block units corresponding to the damaged portion of the requested video data with the video data to be current sent, based upon said values.

9. (Previously Presented) The method of claim 7, wherein the resending request message contains values indicating a range of DCT coefficients corresponding to the damaged portion of the video data packet, and wherein the step of sending the requested video data further comprises sending the video data corresponding to the range of DCT coefficients with the video data to be currently sent.

10. (Previously Presented) The method of claim 9, further comprising checking whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

11. (Previously Presented) The method of claim 5, wherein storing the video data further comprises:

storing video data for the current sending in a first buffer; and

storing a previously sent video data in a second buffer,

wherein the step of sending the requested video data further comprises sending the requested video data from the second buffer with the video data to be currently sent from the first buffer.

12. (Previously Presented) The method of claim 5, wherein said at least one buffer is partitioned according to variable length codes of the video data.

13. (Currently Amended) A video coding and decoding system, comprising:

at least one buffer <u>being divided according to variable-length codes such that individual variables-length codes can be retrieved</u>;

a video data coding processor storing a compressed video data in said at least one buffer;

a data sending processor configured to packet the video data from the at least one buffer and transmit the video data packets; and

a data receiving processor configured to receive the video data packets and send a resend request message of a video data to the data sending processor if an error is detected, the resend request message including information identifying an area of a buffer where the requested video data is stored, said buffer area including [[only]] a copy the requested video data in error,

wherein the data sending processor is further configured to multiplex the requested video data and video data to be currently sent from said at least one buffer to the data sending processor.

14. (Previously Presented) The system of claim 13, wherein said information includes values indicating a damaged portion of the video data packet.

15. (Previously Presented) The system of claim 13, wherein the resent request message comprises values indicating a range of DCT coefficients corresponding to the

damaged portion of the video data packet, and wherein the data sending processor sends a data portion corresponding to the DCT coefficients with the video data to be currently sent.

16. (Previously Presented) The system of claim 13, wherein said at least one buffer is partitioned according to variable-length codes and according to block units, and wherein the video data coding processor stores the video data in said at least one buffer in block units, according to a circular addressing manner.

17. (Previously Presented) The system of claim 16, wherein the resending request message contains values indicating a memory address and range of block units corresponding to the damaged portion of the video data packet, and wherein the data sending processor sends the range of block units corresponding to the damaged portion of the requested video data with the video data to be currently sent, based upon said values.

18. (Previously Presented) The system of claim 17, wherein the data receiving processor checks whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

19. (Previously Presented) The system of claim 13, further comprising:

a first buffer configured to store video data for the current sending; and

a second buffer configured to store a previously sent video data,

wherein the data sending processor sends the requested video data from the second buffer with the video data to be currently sent from the first buffer.

20. (Previously Presented) The method of claim 13, wherein said at least one buffer is partitioned according to variable length codes of the video data.

21. (Previously Presented) The method of claim 12, wherein the at least one buffer is partitioned into a plurality of blocks, each block comprising code regions configured to storing variable codes according to direct current and alternating current components, length regions to indicate bit lengths of the code regions, and run regions to indicate execution of the direct current and alternating current components of the corresponding block.

22. (Previously Presented) The method of claim 20, wherein the at least one buffer is partitioned into a plurality of blocks, each block comprising code regions configured to store variable codes according to direct current and alternating current components, length

regions to indicate bit lengths of the code regions, and run regions to indicate execution of the direct current and alternating current components of the corresponding block.

23. (Cancelled)

24. (Previously Presented) The method of claim 1, wherein the multiplexed data is sent over a single channel to a receiver.

25. (Previously Presented) The method of claim 5, wherein. the step of sending the requested video data includes sending the requested video data with the video data to be current sent to the receiver over a single channel.

26. (Cancelled)

27. (Previously Presented) The system of claim 13, wherein the data sending processor and the data receiving processor are coupled over a single channel, and wherein the requested data and the data to be currently sent are sent on the single channel.

28. (Currently Amended) A data resending method, comprising:

receiving a resend request message of data received in error; and

multiplexing the requested data with data to be currently sent, said requested data including only the data received in error, wherein the resend request message includes information identifying a storage area where the requested data is stored, said storage area including [[only]] a copy of the requested data received in error and being divided accordingly to variable-length codes such that an individual variable-length code can be accessed.

29. (Cancelled)

30. (Previously Presented) The method of claim 28, wherein the information includes a first value indicative of an initial address in which the requested data is stored in a buffer and a second value indicative of a range of addresses of the buffer storing the requested data.

31. (Currently Amended) The method of claim [[29]] 28, wherein the storage area is included in a buffer having a plurality of storage areas each identified by a variable-length code, and wherein the information includes a variable-length code corresponding to the storage area.

32. (Previously Presented) The method of claim 28, wherein the multiplexing step includes multiplexing the requested data and the data to be currently sent over a single channel to a receiver.

33. (Previously Presented) The method of claim 31, wherein the single channel is a logical channel.